IN THE CLAIMS

1.   (currently amended)   An information processing editing apparatus for allowing an editor to create final GUI screens ~~scenes~~ from content information according to a predetermined specification, comprising:

a shared-~~scenes~~screen creation module operable allow the editor to define shared ~~scenes~~screens, the shared ~~scenes~~ screens being virtual screens ~~scenes~~ formed in accordance with an internal format and used to form the final screens~~scenes~~, each of the shared screens ~~scenes~~ comprising one or more shared user-selectable objects that are controllable for display to create final screens~~scenes~~, the shared objects being separately controllable independent of the defined shared screens ~~scenes~~ in which the shared objects are displayed in accordance with the predetermined specification;

a shared-screens ~~scene~~ processing module operable to enable the editor to select two or more shared screens~~scenes~~, each of the selected shared screens ~~scenes~~ comprising one or more of the shared objects, to be combined for creating final GUI screens ~~scenes~~ with the shared objects from each selected shared screens~~scene~~;

an application creation module operable to describe control information in accordance with the internal format based on the shared screens ~~scenes~~ set by the editor via said shared-screens ~~scene~~ creation and processing modules; and

an output control module for converting the control information into shared object control information for forming the final GUI screens ~~scenes~~ in which the shared objects selected by combining shared screens ~~scenes~~ are specified for display at the same time in the final GUI screens ~~scenes~~ in accordance with the predetermined specification.

2.   (currently amended)   An information processing editing apparatus according to claim 1, wherein said shared-~~scenes~~screen

processing module further specifies an order of superposition of a plurality of said shared ~~scenes~~screens; and

said application creation module further describes said control information for controlling an order of superposition of said shared objects used for each of the final GUI screens ~~scenes~~ as a state of utilization of shared objects in each of the final GUI screens ~~scenes~~ in accordance with said order of superposition of said shared ~~scenes~~screens.

3.   (cancelled)

4.   (cancelled)

5.   (currently amended) A method according to claim 9, further comprising controlling utilization of the at least one shared object in each of the final GUI screens ~~scenes~~ based upon the predetermined specification and the shared ~~scenes~~screens.

6.   (currently amended) A method according to claim 5, further comprising:

specifying an order of superposition of the shared ~~scenes~~screens; and

describing the control information to control an order of superposition of the shared objects based upon the order of superposition of the shared ~~scenes~~screens.

7.   (currently amended) An information editing processing apparatus for allowing an editor to create final GUI screens ~~scenes~~ from content information according to a predetermined specification comprising:

shared-~~scene~~screen creation means for allowing the editor to define shared ~~scenes~~screens, the shared ~~scenes~~screens being virtual ~~scenes~~screens formed in accordance with an internal format and used to form the final GUI screens~~scenes~~, each of the shared ~~scenes~~screens comprising one or more shared user-selectable objects that are controllable for display to create final GUI screens~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~scenes~~screens in

which the shared objects are displayed in accordance with said predetermined specification;

shared-~~scene~~screen processing means for enabling the editor to select two or more shared ~~scenes~~screens, each of the selected shared ~~scenes~~screens comprising one or more of the shared objects, to be combined for creating final GUI screens ~~scenes~~ with the shared objects from each selected shared ~~scene~~screen;

control-information description means for describing control information in accordance with the internal format based on the shared ~~scenes~~screens set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI screens ~~scenes~~ in which the shared objects selected by combining shared ~~scenes~~screens are specified for display at the same time in the final GUI screens ~~scenes~~ created in accordance with the predetermined specification.

8.   (currently amended) An information processing editing apparatus for allowing an editor to create final GUI screens ~~scenes~~ from broadcast content information according to a predetermined data broadcasting specification comprising:

shared-~~scene~~screen creation means for allowing the editor to define shared ~~scenes~~screens, the shared ~~scenes~~screens being virtual ~~scenes~~screens formed in accordance with an internal format and used to form the final GUI screens~~scenes~~, each of the shared ~~scenes~~screens comprising one or more shared user-selectable objects that are controllable for display to create final GUI screens~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~scenes~~screens in which the shared objects are displayed in accordance with the data broadcasting specification;

shared-~~scene~~screen processing means for enabling the editor to select two or more shared ~~scenes~~screens, each of the selected shared ~~scenes~~screens comprising one or more of the shared

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objects, to be combined for creating final GUI screens ~~scenes~~ with the shared objects from each selected shared ~~scene~~screen;

control-information description means for describing control information in accordance with the internal format based on the shared ~~scenes~~screens set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI screens ~~scenes~~ in which the shared objects selected by combining shared ~~scenes~~screens are specified for display at the same time in the final GUI screens ~~scenes~~ in accordance with the data broadcasting specification.

9.   (currently amended) A computer-implemented method for allowing an editor to create final GUI screens ~~scenes~~ from shared ~~scenes~~screens from content information according to a predetermined specification, comprising:

defining shared ~~scenes~~screens, the shared ~~scenes~~screens being virtual ~~scenes~~screens formed in accordance with an internal format and used to form the final GUI screens~~scenes~~, each of the shared ~~scenes~~screens including at least one shared user-selectable object controllable for display to create final GUI screens~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~scenes~~screens in which the shared objects are displayed in accordance with the predetermined specification;

selecting two or more shared ~~scenes~~screens, each of the selected shared ~~scenes~~screens comprising one or more of the shared objects, to be combined for creating each of the final GUI screens ~~scenes~~ with the shared objects from each selected shared ~~scene~~screen;

describing control information in accordance with the internal format based on the shared ~~scenes~~screens; and

converting the control information into shared object control information for forming the final GUI screens ~~scenes~~ in

which the shared objects selected by combining shared ~~scenes~~screens are specified for display at the same time in the final GUI screens ~~scenes~~ in accordance with the predetermined specification.

10. (currently amended) A computer-implemented method for allowing an editor to create final GUI screens ~~scenes~~ from shared ~~scenes~~screens from content information according to a data broadcasting specification, comprising:

defining shared ~~scenes~~screens, the shared ~~scenes~~screens being virtual ~~scenes~~screens formed in accordance with an internal format and used to form the final GUI screens~~scenes~~, each of the shared ~~scenes~~screens including at least one shared user-selectable object controllable for display to create final GUI screens~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~scenes~~screens in which the shared objects are displayed in accordance with the data broadcasting specification;

selecting two or more shared ~~scenes~~screens, each of the selected shared ~~scenes~~screens comprising one or more of the shared objects, to be combined for creating the final GUI screens ~~scenes~~ with the shared objects from each selected shared ~~scene~~screen;

describing control information in accordance with the internal format based on the shared ~~scenes~~screens; and

converting the control information into shared object control information for forming the final GUI screens ~~scenes~~ in which the shared objects selected by combining shared ~~scenes~~screens are specified for display at the same time in the final GUI screen ~~scene~~ in accordance with the data broadcasting specification.

11. (currently amended) A memory device for storing instructions for operating a computer to allow an editor to create final GUI screens ~~scenes~~ from shared ~~scenes~~screens from

content information according to a predetermined specification, the instructions comprising instructions for:

defining shared ~~scenes~~screens, the shared ~~scenes~~screens being virtual ~~scenes~~screens formed in accordance with an internal format and used to form the final GUI screens~~scenes~~, each of the shared ~~scenes~~screens including at least one shared user-selectable object controllable for display to create final GUI screens~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~scenes~~screens in which the shared objects are displayed in accordance with the predetermined specification;

selecting two or more shared ~~scenes~~screens, each of the selected shared ~~scenes~~screens comprising one or more of the shared objects, to be combined for creating each of the final GUI screens ~~scenes~~ with the shared objects from each selected shared ~~scene~~screen;

describing control information in accordance with the internal format based on the shared ~~scenes~~screens; and

converting the control information into shared object control information for forming the final GUI screens ~~scenes~~ in which the shared objects selected by combining shared ~~scenes~~screens are specified for display at the same time in the final GUI screens ~~scenes~~ in accordance with the predetermined specification.

12. (currently amended) An information editing processing apparatus for allowing an editor to create final GUI screens ~~scenes~~ from intermediate ~~scene~~screen templates comprising:

a shared-~~scene~~screen creation module operable to allow the editor to define intermediate ~~scene~~screen templates in accordance with an internal format that include one or more shared user-selectable objects that are controllable in an always on or always off manner for display to create final GUI screens~~scenes~~, the shared objects being separately controllable

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independent of the defined shared ~~scenes~~screens in which the shared objects are displayed in accordance with a predetermined, industry-standard specification;

a shared-~~scene~~screen processing module operable to enable the editor to combine two or more of the intermediate ~~scene~~screen templates to form a desired final GUI screen ~~scene~~ that is a combination of the shared objects contained within the editor-selected intermediate ~~scene~~screen templates;

an application creation module operable to form shared-~~scene~~screen definition statements of shared objects files in accordance with the internal format, the shared object files comprising shared objects from the combined editor-selected intermediate ~~scene~~screen templates; and

an output control module for providing description files that include descriptions of links for controlling the shared objects from the shared object files from each editor-selected intermediate ~~scene~~screen template, the description files forming a script that complies with the industry-standard specification to display the shared objects at the same time in the final GUI ~~scenes~~screens.